Amendments to the Abstract:

Please replace the abstract with the following amended abstract:

An intelligent casino <u>chip.</u> ~~chip system. At least one gaming table is provided with at least one discrete player area. Each player area has a discrete betting area. Two classes of intermingled gaming chips are accepted in a stack in the discrete betting area. The gaming chip of the first class, comprising the primary wager, has a first transponder containing at least value information. The gaming chip of the second class, comprising the secondary wager, has a second transponder containing value and class information. A transceiver system located on the gaming table within the vicinity of the betting area is used to receive value signals from the first transponder and transponder value and class signals from the second transponder. These signals are conveyed to a computer system that then determines a primary wager value of the primary wager based on the value signals from the first transponder. The computer system also determines the secondary wager value as distinct from the primary wager value based on the value and class signals from the second transponder. Thus, the computer is provided with the respective wager values and the distinct class of the secondary wager when the primary wager and the secondary wager are intermingled within the discrete betting area.~~ <u>At least one gaming chip of a first class has a first transponder containing at least value information. At least one gaming chip of a second class has a second transponder containing at least value and class information. Different signals from the different classes of casino chips differentiate the chips from one another even when intermingled within a single bet.</u>